HAZARD TREE EVALUATION

Rocky Mountain Region

Site:								Pag	e:		of _								
Date:					pect	ed b	v:												
					(Each column represents one tree)														
Unit (campsite or other)																			
	number																		
Pof point (ander on healt)																			
Azimuth																			
Distance																			
Tree species																			
DBH																			
1 – Major trails, roads 2 – People, structures, veh.																			
Wounds/ cankers	1 – 10-33% circumf. 2 – 33-50% circumf. 3 – >50% circumf.																		
Lean	1 – corrected (natural) 3 – uncorrected (unnatural)																		
Fork	1 – strong (no incl. bark, U) 2 – weak (included bark, V)																		
Crack	I – lightning scar or small A – severe or at fork																		
Root	3 – present																		
	1 – no decay 2 – <50% roots decayed 3 – >50% roots decayed																		
きせ	3 – present																		
Cavity	2 – present																		
shell	2 – 33-60% tree radius 3 – <33% tree radius																		
Sound	Core/drill – sound depth																	 	
	Decay encountered? Y / N I – 3-6" diameter or broom																		
bal	2 – 6-9" diameter 3 – >9" diameter																		
	D if tree is Dead																		
Hazard rating																			
Note	s:																		

Use of the HAZARD TREE EVALUATION Form

Defective trees are potential hazards to people and property in developed forest areas. Indicators of defects are used to identify trees that may fail. Systematic, annual, documented inspections of trees in developed sites and corrective action are recommended to reduce hazards to the public. (D.W. Johnson. 1981. Tree hazards, recognition and reduction in recreation sites. Technical Report R2-1. USDA Forest Service, Forest Pest Management, Denver, CO.)

The HAZARD TREE EVALUATION form is more than a hazard rating record. It is a record of the overall structural condition of a tree that can be used to determine progression of defects over time and to document the frequency of certain defects. All defects observed should be checked even though only the highest values are used in the hazard rating.

Forms cannot take all situations into account. Trained and experienced evaluation crews may need to exercise judgment in some cases. However, if you need to regularly override the form, need training, or have any questions about the process or tree hazard, please contact Forest Health Management staff:

Gunnison Service Center: (970) 642-1133 Lakewood Service Center: (303) 236-9541

Rapid City Service Center: (605) 716-2781

- 1. Maps of the sites are helpful in planning and performing hazard tree surveys. All structures should be drawn on the maps. These maps used/created during the survey should be included with the HAZARD TREE EVALUATION forms to indicate which sites were surveyed.
- 2. Trees are easily and accurately mapped on the HAZARD TREE EVALUATION form by selecting reference points, then recording azimuths and distances to all defective trees on the form. Choose reference points that are permanent structures and unlikely to be moved. For large structures, use a more specific reference point such as the most northern/northwestern edge of the structure. Good **reference points to use are:** permanent picnic tables (codes as "T"), fire pits or grills ("F"), campsite number sign ("#"), latrines ("L"), signs ("S"), benches ("B"), water spigots ("W"), and garbage containers ("G").
- 3. Potential hazard of a tree is determined by Target and Defect:

	Definition	Values
Target	Target rating is a combination of the	Potential targets are assigned
	likelihood that a potential target will be hit	values of 1 or 2.
	(assuming the tree fails) and the value of the target.	
Defect	A defect rating is an estimation of the	Defects are assigned values
	likelihood that a tree will fail based on	of $0 - 3$.
	available indicators.	

- 4. More than one type of defect may be identified and recorded for any tree.
- 5. Calculate hazard rating by multiplying target value by the value of the worst defect.

Possible Hazard Ratings: Target x Worst Defect = Hazard Rating 6 = Highest, 4, 3, 2, 1, and 0 = lowest